Listing of Claims:

21.   A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment, through at least a plurality of electronic devices, each being able to at least receive inputs from a user, to help the users learn;

allowing a user to share materials generated by the user with other users, with the user's changes in the materials available to be seen by the other users in real time during the session;

retrieving materials related to the subject during the dialog session for each of the users in the group of users;

assessing, during the session, the understanding of at least one user in an area of the subject;

allowing some of the users to interact among themselves privately, separate from at least one other user, and among the some of the users, allowing one user to transmit materials to the other users, with the materials available to be received by the other users during the session; and

generating a report that includes information regarding the understanding of the at least one user in at least the area of the subject, wherein the report also can include information regarding the understanding of a number of users as a group in at least one area of the subject.

22.   A computer-implemented group-learning method as recited in claim 21 further comprising customizing the training of a user on the subject based on assessing that user's understanding.

23.   A computer-implemented group-learning method as recited in claim 21 wherein regarding the some of the users, the method allows at least one of them selected to be in this smaller group by others in the some of the users.

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24.   A computer-implemented group-learning method as recited in claim 21 further comprising allowing the users to register for the session.

25.   A computer-implemented group-learning method as recited in claim 21 wherein, at least for some of the users, each is represented by a symbol on a screen that can be seen by the other users during the session.

26.   A computer-implemented group-learning method as recited in claim 21 wherein the face of at least one user can be seen on a screen by other users during the session.

27.   A computer-implemented group-learning method as recited in claim 21 further comprising allowing an instructor to observe a user during the session.

28.   A computer-implemented group-learning method as recited in claim 21 further comprising, providing, during the session, materials related to the subject to just one user, to allow the user to learn.

29.   A computer-implemented group-learning method as recited in claim 21 further comprising:

allowing a user to create notes while working on the subject; and

allowing the user to extract a portion of the retrieved materials and add the portion to the user's notes.

30.   A computer-implemented group-learning method as recited in claim 29 wherein the user's notes can be saved to allow for later review.

31.   A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment, through at least a

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plurality of electronic devices, each being able to at least receive inputs from a user, to help the users learn;

allowing a user to share materials generated by the user with other users, with the user's changes in the materials available to be seen by the other users in real time during the session;

retrieving materials related to the subject during the dialog session for each of the users in the group of users;

representing, at least for some of the users, each by a symbol on a screen that can be seen by other users during the session;

allowing the face of at least one user to be seen on the screen by other users during the session,

wherein the face of another user can be seen on the screen by other users during the session,

wherein the another user and the at least one user are connected by a network, through which they can communicate during the session,

wherein the method further comprises assessing and tracking the understanding of a user in an area of the subject, and

wherein a report can be generated that includes information regarding the understanding of a user in at least an area of the subject.

32.   A computer-implemented group-learning method as recited in claim 31 wherein the method further comprises retrieving materials related to the subject for a user, with the materials tailored to the user, such that the materials retrieved can be different for a different user.

33.   A computer-implemented group-learning method as recited in claim 32 further comprising allowing some of the users to interact among themselves privately, separate from at least one other user, and among the some of the users, allowing one user to transmit materials to the other users, with the materials available to be received by the other users during the session.

34.   A computer-implemented group-learning method as recited in claim 32 further comprising recording the session to allow for later playback.

35.   A computer-implemented group-learning method as recited in claim 32 further comprising:
        allowing a user to create notes on the subject; and
        allowing the user to link a piece of notes created to an area of the materials retrieved.

36.   A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:
        allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment, through at least a plurality of electronic devices, each being able to at least receive inputs from a user, for the users to learn;
        having at least a portion of the dialogue session recorded with the recorded dialogue materials being able to be retrieved at a later time;
        retrieving materials related to the subject for a user during the session;
        allowing the user to mark the beginning and the end of a certain section of the retrieved materials so that the certain section can be brought to the user based on the mark;
        allowing the user to create notes while working on the subject; and
        allowing the user to link a piece of notes created to an area of the materials retrieved.

37.   A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:
        allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment, through at least a plurality of electronic devices, each being able to at least receive inputs from a user, for the users to learn;

having at least a portion of the dialogue session recorded with the recorded dialogue materials being able to be retrieved at a later time;

retrieving materials related to the subject for a user, but not for at least one other user, during the session;

allowing the user to create notes while working on the subject; and

allowing the user to extract a portion of the retrieved materials and add the portion to the user's notes.

38.   A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment, through at least a plurality of electronic devices, each being able to at least receive inputs from a user, for the users to learn, such that during such dialogue, one user can share a drawing with the other users, and changes made in the drawing can be seen by the other users as the changes are made;

retrieving materials related to the subject for a user during the session; and

allowing the user to individually work on the retrieved materials not during the dialogue session,

wherein the method further comprises retrieving materials related to the subject for another user, with the materials tailored to the another user, such that the materials retrieved can be different for a different user.

39.   A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment, through at least a plurality of electronic devices, each being able to at least receive inputs from a user, for the users to learn;

allowing some of the users, which can be more than two, to engage in a separate dialogue privately among themselves, apart from at least one other user, such that during such dialogue,

among the some of the users, allows one user to transmit materials to the other users, with the materials available to be received by the other users,

among the some of the users, allows one user to transmit materials to another user, with the materials available to be received by the another user, in private, and

materials on a problem regarding the subject can be sent to each of the users to allow them to work on the problem;

retrieving materials related to the subject for a user; and

allowing the user to individually work on the retrieved materials not during the dialogue session.

40.   A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment, through at least a plurality of electronic devices, each being able to at least receive inputs from a user, for the users to learn;

retrieving materials related to the subject, during the dialogue session, for at least one of the users to work on;

asking at least one user a question during the dialogue session, with the question not provided to at least one other user;

retrieving materials related to the subject for a user; and

allowing the user to individually work on the retrieved materials not during the dialogue session.

41.   A computer-implemented group-learning method as recited in claim 40 wherein the materials retrieved related to the subject for at least one of the users is not provided to at least one other user.

42.   A computer-implemented group-learning method as recited in claim 21 wherein the assessment allows the at least one user to select a response from a plurality of responses.

43.   A computer-implemented group-learning method as recited in claim 24 further comprising creating a profile for the at least one user to keep track of the understanding of the user in the subject.

44.   A computer-implemented group-learning method as recited in claim 25 wherein the symbol of at least one user can be selected by the user.

45.   A computer-implemented group-learning method as recited in claim 27 further comprising allowing the instructor to transmit materials to just the user the instructor observed, with the materials available to be received by that user, during the session.

46.   A computer-implemented group-learning method as recited in claim 39 further comprising ascertaining materials regarding the subject based on an attribute of a user, for the user to work on.

47.   A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment, through at least a plurality of electronic devices, each being able to at least receive inputs from a user, for the users to learn;

allowing a user to transmit materials to the other users, with the materials available to be received by the other users, during the session;

allowing a user to transmit materials to one other user, with the materials available to be received by the one other user, in private, during the session;

allowing materials on a problem regarding the subject to be sent to each of the users during the session so that they can work on the problem; and

retrieving materials related to the subject for a user, and not for at least one other user, during the dialogue session, to allow the user to individually work on the retrieved materials not during the dialogue session.

48. A computer-implemented group-learning method as recited in claim 47 further comprising allowing a user to decide whether materials are to be received by the user in an audio manner or in an audio-visual manner.

49. A computer-implemented group-learning method as recited in claim 36 wherein a report can be generated that includes information regarding the understanding of a user in at least an area of the subject.

50. A computer-implemented group-learning method as recited in claim 37 wherein a report can be generated that includes information regarding the understanding of a user in at least an area of the subject.

51. A computer-implemented group-learning method as recited in claim 46 wherein among the some of the users, one user can transmit a drawing to the other users, with the drawing available to be received by the other users, during the separate dialogue.

52. A computer-implemented group-learning method as recited in claim 47 further comprising ascertaining materials regarding the subject based on an attribute of a user, for the user to work on.

53. A computer-implemented group-learning method as recited in claim 22 further comprising assessing that user during the session to customize the training of the user.

54. A computer-implemented group-learning method as recited in claim 38 wherein the materials for the another user are retrieved during the session.

55.   A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn;

monitoring at least one user's inputs during the dialogue session so as to have the monitored inputs available for analysis to determine if the user has been distracted from the subject; and

helping the at least one user in view of the user being distracted from the subject for a duration of time.